AMENDMENTS TO THE CLAIMS

1. (Original) A method for determining a jitter buffer depth target comprising steps of:

determining a radio frequency (RF) load metric corresponding to a base site;

comparing the determined RF load metric to an RF load threshold to produce a comparison; and

determining a jitter buffer depth target based on the comparison.

2. (Original) The method of claim 1, wherein when the determined radio frequency (RF) load metric is greater than the RF load threshold, a jitter buffer depth target is used that is appropriate for a communication using retransmissions.

3. (Currently Amended) The method of claim 2, further comprising a step of determining to transmit frames at a lower power level when the ~~when the~~ determined radio frequency (RF) load metric is greater than the RF load threshold.

4. (Original) The method of claim 2, further comprising a step of determining to retransmit erroneously received frames when the determined radio frequency (RF) load metric is greater than the RF load threshold.

5. (Original) The method of claim 1, wherein when the determined radio frequency (RF) load metric is less than the RF load threshold, a jitter buffer depth target is used that is appropriate for a communication using a reduced number of retransmissions.

6. (Currently Amended) The method of claim 5, further comprising a step of determining to transmit frames at a higher power level when the ~~when the~~ determined radio frequency (RF) load metric is less than the RF load threshold.

7. (Previously Presented) The method of claim 5, further comprising a step of determining to reduce a use of retransmissions of erroneously received frames when the determined radio frequency (RF) load metric is less than the RF load threshold.

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8. (Original) In a packet data communication system comprising a transmitting communication device and a receiving communication device that are each in wireless communication with a wireless infrastructure, a method of conveying data from the transmitting communication device to the receiving communication device comprising steps of:

establishing a reverse link between the transmitting communication device and the wireless infrastructure;

establishing a forward link between the wireless infrastructure and the receiving communication device, wherein the reverse link is established prior to the establishment of the forward link; and

signaling a user of the transmitting communication device to begin transmitting data prior to the establishment of the forward link.

9. (Currently Amended) ~~The method of claim 8,~~ In a packet data communication system comprising a transmitting communication device and a receiving communication device that are each in wireless communication with a wireless infrastructure and wherein the receiving communication device comprises a jitter buffer in communication with a play-out buffer, ~~and wherein the method further comprises~~ a method comprising steps of:

establishing a reverse link between the transmitting communication device and the wireless infrastructure;

establishing a forward link between the wireless infrastructure and the receiving communication device, wherein the reverse link is established prior to the establishment of the forward link;

signaling a user of the transmitting communication device to begin transmitting data prior to the establishment of the forward link;

receiving, by the receiving communication device, a first set of data transmitted by the transmitting communication device;

storing, by the receiving communication device, the first set of data in the jitter buffer;

determining a quantity of data stored in the play-out buffer; and

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when the determined quantity of data stored in the play-out buffer is less than a

predetermined quantity, conveying at least a portion of the first set of data stored in the

jitter buffer to the play-out buffer prior to determining that the first set of data is correct.

10. (Original) A method for determining a size of a jitter buffer comprising steps of:

determining a number of retransmissions permitted of an erroneously received

frame; and

determining a size of the jitter buffer based on the determined number of

permitted retransmissions.

11. (Original) The method of claim 10, further comprising a step of determining a

number of bearer channels over which the frame is being transmitted, and wherein the

step of determining a size of a jitter buffer comprises a step of determining a size of a

jitter buffer based on the determined number of permitted retransmissions and on the

determined number of bearer channels.

12. (Original) The method of claim 11, further comprising a step of determining an

amount of time that expires between the transmission of an acknowledgment of an

erroneously received frame and a reception of a retransmitted frame in response to the

acknowledgment over each of the traffic, or bearer, channels to produce a round trip time

period, and wherein the step of determining a size of a jitter buffer comprises a step of

determining a size of a jitter buffer based on the determined number of permitted

retransmissions and the round trip time period.

13.   (Cancelled)

14.   (Cancelled)

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